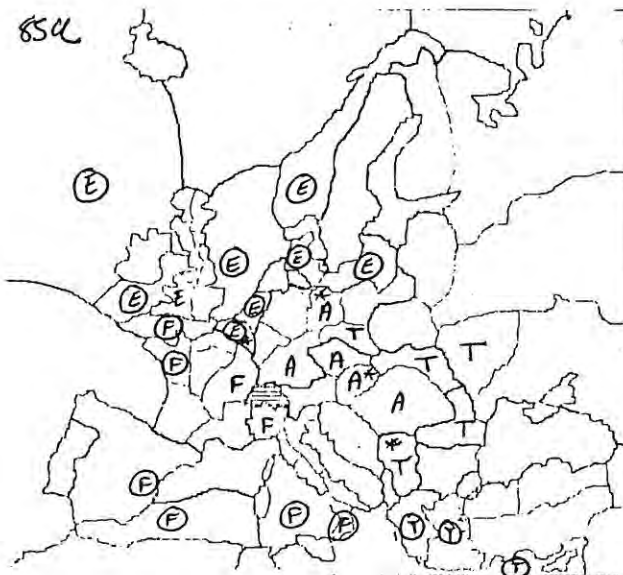
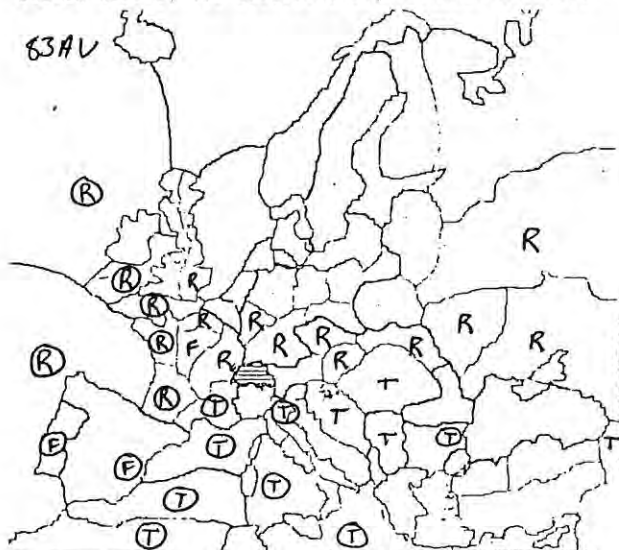


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AUSTRIA: Paula Dodge (res S'06), Jeff Ellis (out F'08)  
 ENGLAND: Richard Benjamin (dro S'03), Kevin Tighe (out F'07)  
 FRANCE: Kevin Brown (sur F'18)  
 GERMANY: Craig Reges (out F'11)  
 ITALY: Michael Keller (out F'12)  
 RUSSIA: Keith Sesler (dro F'05), Ron J. Brown (WIN F'18)  
 TURKEY: Loring Windblad (res S'01), Mark Keller (sur F'18)

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18
A	4	4	5	5	5	3	2	0	-	-	-	-	-	-	-	-	-	-
E	4	2	2	2	1	1	0	-	-	-	-	-	-	-	-	-	-	-
F	5	6	7	9	10	11	12	12	11	11	11	14	12	11	9	6	5	3
G	5	7	4	3	3	1	1	1	1	0	-	-	-	-	-	-	-	-
I	4	5	5	4	5	4	3	4	4	1	0	-	-	-	-	-	-	-
R	6	7	8	8	8	11	11	12	12	12	14	12	14	15	14	17	17	18
T	4	3	3	3	2	3	5	5	6	6	8	8	8	8	11	11	12	13



AUSTRIA(Chen): A kie-BER; A ser-gre(d,r alb,otb);  
 A tri-VIE(S A BOH & \$ A BUD); A MUN-sil.  
 ENGLAND(Givan): A lon-WAL; F eng-BEL(S F HOL & F NTH);  
 F hel-DEN; F NWY H; F NAT-mid(S F IRI);  
 F BAL S aus A kie-ber.  
 FRANCE(Mallia): F pic-ENG; A tus-PIE; A BUR S A bel;  
 F SPA/SC-mid(S F WES); F mid-BRE; F TYS-ion(S F NAP);  
 A bel \$ aus A kie-hol(NSO)(d,r pic,ruh,otb).  
 GERMANY(Bakken): A ber h(d,r pru,otb).  
 RUSSIA(Keller): A vie \$ aus A bud(d,r tyo,otb).  
 TURKEY(K Brown): F EAG-ion(S F AEG & \$ F GRE); A SIL-mun;  
 A bul-SER(S A RUM); A UKR S A rum; A GAL-bud.

## 1908 SUPPLY CENTERS

A tri bud (gre) (ser) ven mun BER VIE 6 even\*  
 E home swe nwy den hol stp kie BEL 10 +1  
 F home spa por (bel) tun rom nap 8 -1\*  
 G (ber) 0 out  
 R (vie) 0 out  
 T home sev war mos rum bul GRE SER 10 +2  
 \*-has a retreat

WINTER 1908 and SPRING 1909 are due September 13.  
 press

ENG-AUS: OK, how stupid did you make me look? No help from anybody else, now.

TURK-GERM: See if I try to help you anymore.

BUD-VIE & BER: Sorry, guys, THEY made me do it.

## BSCF CATCH 22 FALL 1907

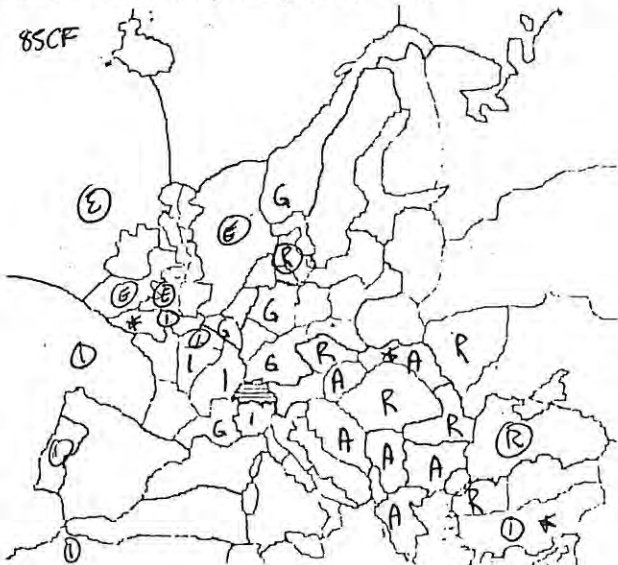
AUSTRIA(Givan): A bud-GAL(S A VIE); A SER-rum(S A BUL);  
 A GRE S A bul; A TRI S A vie.  
 ENGLAND(Reges): NMR; F WAL, F eng(d...), F NAT, F IRI,  
 F NTH H.  
 GERMANY(Drane): A KIE-hol; A bur-MAR; A BEL-hol; A stp-NWY;  
 A MUN-bur.\* NOTE NEW ADDRESS \*  
 ITALY(Petersen): F aeg-SMY; F bre-ENG(S F MID & F PIC);  
 F POR & F NAF S F mid; A gas-BUR(S A PAR); A PIE H.  
 RUSSIA(Pierce): A rum-BUD; A sev-RUM(S F BLA & A UKR);  
 A gal-vie(d,r sil,war,otb); A ROH S A gal-vie;  
 A CON S ita F aeg-sm; F DEN S eng F nth.  
 TURKEY(Stafford): F smy-con(d,r syr,eas).

## 1907 SUPPLY CENTERS

A vie tri (bud) ser bul gre 5 -1  
 E home (nwy) stp 4 -1\*  
 G home hol bel NWY MAR 7 +2@  
 I home tun spa por (mar) bre par SMY 9 even  
 R war mos sev ank swe den rum con BUD 9 +1\*  
 T (smy) 0 out  
 \*-has a retreat @-room for only 1 build

WINTER 1907/SPRING 1908 are due September 13. Thanks to Dan Stafford for playing out the Turkish standby position. Would MATT JOHNSTON please standby for England.  
 press

AUS-TUR: I guess you don't want any dots back. That is easier than playing the game for real.



retreats ENG A kie r RUH.  
 AUSTRIA(Wall): A kie \$ ita A mun(d,ann); A BER S A kie;  
 F ion-TUN.\* NOTE NEW ADDRESS \*  
 ENGLAND(K Brown): A nwy-KIE(C F NTH & F HEL,  
 \$ F DEN & S A RUH); F nwg-NWY.  
 FRANCE(J Ellis): A HOL S eng A nwy-kie; A BEL-bur;  
 F MID-spa/sc; A BUR-mar(S A GAS).  
 GERMANY(Daklyn): A stp-mos(nsu); A fin-stp(nsu);  
 F lvn s a stp-mos(nsu).  
 ITALY(Holley): F NAP H; A MAR \$ F spa; A BOH S A mun;  
 F SPA/SC \$ & F LYD S A mar; A MUN \$ fre A bur-ruh(NSO);  
 A BUD H.  
 RUSSIA(Mallia): A WAR \$ A mos; F SWE-den; A SIL-gal;  
 A mos \$ A war(d,r lvn,stp,otb).  
 TURKEY(Johnston): A ukr-MOS(S A SEV); F aeg-GRE; A rum-UKR;  
 F bla-CON; A vie-TYO; A GAL-war; A ser-RUM.

## 1904 SUPPLY CENTERS

A (mun) ber (nap) TUN 2 even@  
 E home nwy den kie 6 even  
 F bre par (mar) por hol bel 5 even@  
 I ven rom tri (tun) vie bud spa MUN NAP MAR 9 +2  
 R (mos) stp swe war 3 -1\*  
 T home bul ser gre sev rum MOS 9 +1  
 \*-has a retreat @-was one short

WINTER 1904 and SPRING 1905 are due September 13.  
 press

ANK-VEN: My communication with Vienna is cut off... I think the last message that came through was something about a Cessna 172 and skiing in Tyrolia.

GERMANY-GAME BOARD: Remember, don't anger seven men at the same time when all you are carrying is a six gun.

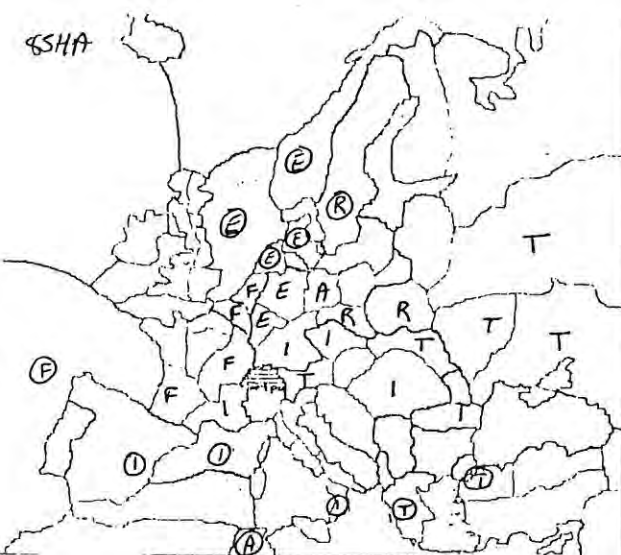
ENG-GER: I understand what a lull point is, I don't understand why you think England is the one here.

BERNIE-WHOMEVER: Why does it always take four to one.

ENG-FRA: I hope you make it back.

SWISS MUSIC INDUSTRY (PART TWO, WITH REGARDS TO THE OUT-FIELD): Holley's on a vacation far away/ Keep's roaming further and further/ It sure doesn't matter what I say/ You know that she'll keep on goin' her way// I just want to kick her out of France/ I just wanna kick her out of Iberia// I ain't got many friends left to talk to/ Nowhere to run when I'm in trouble/ She knows Turkey's comin' after her/ Turn east and everything will be OK// I just wanna kick her out of France/ I just wanna kick her out of Iberia.

CESKE BUDEJOVICE: The peasants in this lowly hamlet were amazed, surprised, and outright flabbergasted when out of the quiet fog above appeared a single engine plane, engine quiet, ice on the wings. Fear loomed in the minds of all as the plane headed for one of the many latrines, just uphill from the water supply. Then, the sound of thunder, a burst of flames, black smoke, and pieces of metal scattered everywhere. A buck-toothed, pig-tailed girl ran to the wreckage, stared about, and then ran back. "There's no pilot!" she exclaimed. The people rushed to the site of the once proud plane and searched each and every piece of whatever could be found. Still, no pilot. "He lives!" a lowly child of eight daringly stated. "He'll return!" yet another child spoke in a soft murmur. "He'll be back to lead us again!" from still





[illegible]

AUSTRIA: David Pierce  
ENGLAND: Jeff Ellis  
FRANCE: Scott Drane  
GERMANY: Joey Bishop

May we have a Boardman Number please! Spring 1901 is due September 13. Starting with this game, 50 cents of each game fee will be donated to hobby services, including the BNC, Orphan Service, and game opening listings.

OK, folks, listen up! Starting with this issue, BIG HITS is going public. No longer will we be a mere warehouse zine, available only to players. Now anyone will be able to see it, including most of those who trade for POMMES MIT MAYO. So smile pretty, and be on your best behavior. The whole hobby is watching.

Also beginning this fall is UNITED HOCKEY, a variant I've developed of the standard United soccer league. The basic change I've made is in the lineups. In United soccer, you have 10 players plus the goalie on the field the whole game. In United hockey, there will be just 5 men on the ice at a time plus the goalie, but they play in shifts; 3 different shifts for forwards, 2 for defensemen. Each forward line plays against each opposing defensive line and vice versa. The strategy should be a nice twist on United. I have a couple handouts explaining the basic concept and a test I made of the formulas, and I should have rules typed up by the end of August. Play will start with the October 11 issue of BIG HITS.

Another addition to BIG HITS will be regular articles on GMing and publishing. I've been quite impressed and challenged by the new publisher's handbook, "Once Upon A Deadline." I'm tempted to say it should be mandatory reading not only for those who publish zines, but also for those who read them or play in them. But I'll admit that may be a bit too much, and just say that at \$3.00 it's a steal from Bruce Linsey, 73 Ashuelot St #3, Dalton MA 01226. You can even see a couple of submissions from yours truly.

Many of the game situations that Bruce suggests that a GM be prepared to handle are pretty ridiculous. But I do agree with him that a GM should reveal as much of his thinking about running a game as he can. So this issue begins a series of articles on house rules and why I have chosen the ones I use. Hopefully this will start an open discussion on GMing and will lead to some useful suggestions for me. I'll start on the subject of draw votes.

[illegible]

The Diplomacy Rulebook isn't known for being overly wordy, but what it has to say about ending the game is even more tight-lipped than the rest of the book. Therefore it's no surprise that the policies of postal GMs regarding game ending draws and concession vary quite widely.

The Rulebook doesn't even allow for the possibility of a draw that doesn't include all players on the board. Rule 11 says that "players may terminate a game...before a winner is determined", implying that this draw is only a breath above mere survival to someone else's win. Of course, most games don't limit themselves to the options of either a win or a draw of all survivors.

Several GMs (most notably John Boardman, Mark Larzelere, Kevin Tighe, and Dick Martin) choose to adhere strictly to the Rulebook in regards to draws by imposing DIAS - Draws Include All Survivors. I personally like this rule. It encourages players to go for the win or be eliminated, and makes a 2-way draw especially difficult. But I also recognize that not all players enjoy playing the game out to a foregone conclusion, so I don't write DIAS into my house-rules. The fact is that any one player can impose DIAS in any game (until he is eliminated) whether DIAS is in the houserules or not by simply vetoing all draw proposals. (One of the few holes in the Publisher's Handbook is there is only limited discussion of DIAS.)

I try to make it easy for the player who wants to impose DIAS on the game by stating that "not voting equals no" (if you ignore a draw proposal it won't pass). I waffled a bit on this rule for a couple years until I realized that if a player submits orders for a game, he obviously wants the game to continue unless he states otherwise. A draw is an unnatural conclusion for a game, and it shouldn't pass unless all players overtly vote for it. Of course, a player who NMRs should have no say in the outcome of the draw. So NMR is yes to any proposal, NVR is no.

Another choice the GM must make is how to report the results of draw votes. He can range from making each individual vote public to merely reporting pass or fail. I don't like either extreme. "All public" means extra work for me, plus leaves no room for tactics and deception in voting for draws. "Nothing public" gives players no idea of the strength of a proposal and makes proposals useless as negotiating devices. I choose the middle road of reporting the tally of votes (e.g. 4-yes, 2-no).

Now, what does a GM do when a player requests his draw vote be made public? Many of them will do so, but I refuse, and I have a couple of good reasons to back me up. For one thing, it's extra work for me. Also, I don't like giving a GM's "official seal of approval" to something other than game results and deadlines. I'd rather reserve this "approval" for things that apply to all players. I would not honor a request from a player to announce that he submitted only one set of orders before deadline or that called me with his orders on such and such a date. I consider an individual draw vote the same way. Finally, draw the analogy to face-to-face. Draws votes are generally not secret ballots here, but player can arrange to vote last by simply moving to a new seat, or he can change his vote after everyone else has voted. There are any number of ways for him to appear to support a proposal he would not allow to pass, and I want to allow this same opportunity in my postal games. Players are free to announce their votes in the press (and when I get a request to make a vote public, I write a press release for them like "GERMANY: I voted for the RAF draw.") They are also free to lie about their draw votes in the press.

There are just a couple other bureaucratic things to consider. How soon in a game should draw votes be allowed? Some time ago I said after Fall 1904; I seem to remember some BNC statement that this was reasonable, but I can't find it now. Maybe I'll ask Bill Quinn before he leaves office. Finally, when does a passed draw take place? I say it occurs as of the season it is proposed; this eliminates all questions of whether a rulebook victory takes precedence over a voted draw. If a draw vote passes, the orders submitted with the votes are never used, and the season is not played. What is two proposals are passed simultaneously? I've never had this happen, but I'd take the proposal the includes the most players. But what if EG and AEFT both pass? Does G get included in the final draw? Does this mean the result is a AEFGT? What if AEFGT was voted down at the same time? Hey, - wow, I've invented a GMing dilemma! Do you think Bruce Linsev will be impressed?